Figures 7A & 7B present a series of calculations performed using the algorithm of Figur 6 and 9 vary with different classes of game.

Figures 7A and 7B illustrate in more detail how a 5-card poker hand is converted to a number. As shown, the poker hand in question is dealt as a 3 of Hearts, a 7 of Clubs, a King of Hearts, an 8 of Diamond, and a 4 of Spades. This hand may have been dealt to the gaming machine, for example. In order to convert that hand into a unique number for autohold determination or other gaming operation, the following sequence is performed.

The last class of game considered in Figure 8 is the position-dependent game without replacement. Position-dependent single deck poker is one example of such game. For such games, the conversion algorithm employs a permutation function as its WaysToPlace function. As with its replacement counterpart, this algorithm also increments U all the way from a value of $U = 0$ on up to a value of $U = T_{current} - 1$. However, because replacement is not permitted, the algorithm excludes all symbols appearing in previous positions. Thus, considering the example presented with Figures 7A & 7B, the values of U considered at position 1 would range from 2 of Hearts up through Queen of Hearts while excluding the 3 of Hearts. The exclusion is necessary because the 3 of Hearts appears in position 0.